

**SUPER
NES
SPECIAL ISSUE!**

NEW SUPER MARIO WORLD™ SECRETS!

A Signal Research Publication

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AMERICA, INC.

Game Players™

Nintendo® Guide

**KONAMI'S SUPER
NEW ADVENTURE!**

Castlevania IV

**SUPER
STRATEGY:
ACTRAISER
PILOTWINGS
FINAL FIGHT
POPULOUS
U.N. SQUADRON
& MUCH MORE!**

**PLUS
SUPER NES
GAME PREVIEWS**

**SUPER RPG!
FINAL
FANTASY II**

\$3.95 CANADA Vol. 4, No. 13
Display 3, 1992



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A stylized world map with a grid overlay, featuring the text "FROM NOW ON THERE WILL BE ONLY ONE SUPERPOWER." The map is rendered in a high-contrast, almost binary style, with landmasses appearing as bright, irregular shapes against a dark background. A grid of thin, light-colored lines is superimposed over the map, creating a sense of global connectivity or a digital landscape. The text is positioned in the lower-left quadrant, over the Pacific Ocean region.

**FROM NOW ON
THERE WILL BE ONLY
ONE SUPERPOWER.**



**FROM NOW ON
THERE WILL BE ONLY
ONE SUPERPOWER.**



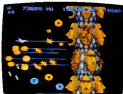
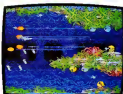
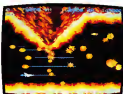
GRADIUS® III

You are the pilot of destiny, flying your Modulated Artillery Exalter (M.A.X.) against Bacterion, a mammoth malignant mass. Prepare for an audio-visual blitz on your senses as you select your weapons from a stellar array of alien blasting devices, featuring five different categories. Your options include Hawk Wind Missiles, Twin Lasers, the Cyclone, Mega Crush, and many more!

Navigate with unbridled courage through 10 treacherous Terror Zones, each ending with its own mortifying Mayor. Only by penetrating their very beings can you hope to obliterate them. Along the way you face relentless attacks from Bazooka Heads, Spores, Monoliths and other monstrosities too unspeakable to mention here. And even with power-ups you may not survive The Dunes of Doom, The Carbonation Zone, and The Gauntlet.

But if you do, you'll find yourself in Bacterion's Lair. Here it will be decided whether you become a hero or an insignificant speck of cosmic dust.

Available now!



SUPER CASTLEVANIA IV™

It's time to dig up the past because Dracula has risen from his grave again. But this time he brings a host of never-before-seen super horrors, accompanied by some of the most chilling sound effects to ever tingle your spine. Venture into the Count's 11 level Castle of the Undead, complete with the Terrace of Terror, the Rotating Dungeon, the Sunken Ruins of Lost Spirits and other crypts of doom.

Wield your whip with heroic skill as you use it to swing over bone chilling traps and hundreds of ghost freaks, living corpses, spitting lizards, the strange metamorphosing dog-rats and more.

Strike back against gruesome torments like the Tongue Lasher, the Darkest Knight and the Bone-Afide Horseman. With a password you can pause to catch your breath, but considering what ultimately awaits you, it's just postponing the agony.

Available this December.



THE LEGEND OF THE MYSTICAL NINJA™

Enter the 10 Levels of the Dragonbeast to rescue the mysteriously missing princess of Horo-Horo. Experience a sight and sound extravaganza as you battle through double Warlock Stages and incredible 3D and 2D zones, using magical moves and solving mystical problems in order to advance.

Take on the Carp Meister with his paralyzing fighting fish, and Tanaka-U-Out, whose bone crushing hammer packs a wallop. Capture all-powerful shinjin items like fire staves and dynamite. If you fail to collect gold coins from defeated foes you won't receive all-important clues, or be allowed to go for broke at "hidden risk" areas such as the Quiz House and Horse Races.

Just remember, the true strength of a mystical ninja is his wisdom. Of course, a survival instinct isn't such a bad asset either.

Available this January.



KONAMI® FOR THE SUPER NES™

Only one superpower will dominate the world of Super NES. Konami. Because Konami has amassed its video game strength to storm your Super NES with all the action, adventure and excitement it can hold.

Take command of Konami Super NES forces. And see how fun world domination can be when you've got a superpower on your side.

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Game Players Nintendo Guide

Winter Special

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EDITOR'S NOTES

The wait is over — U.S. Nintendo fans are flocking to stores to buy the Super NES. Nintendo of America projects that *two million* of the machines (and six million games) will be sold by the end of 1991. And that's after only four months of sales!

This special issue contains strategy features, reviews, and codes for the first batch of Super NES games — plus info and rumors about new games slated for the future.

No Super NES title is likely to prove more popular than *Super Mario World*, the game that's included with every Super NES machine sold. There are 96 levels in this complex adventure, so it should take gamers quite a while to explore every nook and cranny. See if we've found any secrets you might have missed with our "Inside *Super Mario World*" feature.

Castlevania fans are familiar with the Belmont family. But the vampire-hunters never looked this good before! We provide an introduction to Konami's *Castlevania IV* in this issue, with more advanced strategy to follow in an upcoming issue of *Game Players Nintendo Games* — along with lots more Super NES coverage.

But that's certainly not all. Action fans should check out *Final Fight*, and *Ultraman*. For flight jockeys, we've got *Pilotwings* and *U.N. Squadron*, and for sports buffs, *Super Bases Loaded*. Test your brain power with *Lemmings*, or your reflexes with *Darius Twin*. You can even play a god with *Populous* and *Actraiser*. What more could a gamer want?

Leslie Mizell
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NOT THE WAY

TO PLAY THE HOTTEST ARCADE GAMES AT HOME.



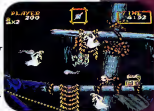
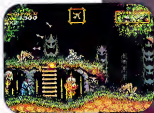
The arcade is still a way cool place to hang with your friends. But you can't always be there. You can, however, play Capcom's new 16-bit games with 32,000 colors, smooth 3-D scrolling, and killer sound, while hanging out on the sofa at home. It's the next best thing to being there.

SUPER GHOULS 'N GHOSTS.

Three years ago, Sir Arthur rescued Princess Guinevere from the evil ruler of the Phantom Zone. Since then, he's acquired some very powerful weapons to defend his kingdom, in case it happens again. Well, it has. And this time, Sardius must be destroyed once and for all. It'll take every bit of magic you can conjure to escape the witches, ghosts and snapping skulls. But you can't stop until you complete your quest.

Skulls and zombies fall from the sky as the ground shifts around you—better watch your step.

Ghosts appear—and disappear on the haunted seas, use your haunted sickle and you may survive—without it, so goodbye!



THE WAY

TO PLAY THE HOTTEST ARCADE GAMES AT HOME.



More Mad Gear Gangsters await on the subway. Punch their lights out before Broadway. Or you'll be underground forever.

FINAL FIGHT.



The Mad Gear Gang has turned Metro City into a lousy place to live. Punks, wrestlers and swordsmen lurk in every alley, subway and behind every garbage can. They've even kidnapped Haggard's daughter Jessica. But Haggard, Cody and his friends aren't going to take it lying down. You can help them by using every punch, throw and kick you've got to eliminate these madguys for good.



Cody's lethal flying kick is just one way to get rid of the Mad Gear Gang.

U.N. SQUADRON.



Mercenaries have taken the entire country of Asian hostage. Except for one tiny airfield they missed—headquarters of the U.N. Squadron—the best fighter planes in the world. To save the country, you'll fly the dogfight of your life, as enemy missiles and laser cannons hammer your F-20 Tigershark. Of course, you have lasers and bombs

of your own. The freedom of millions depends on you, so strike hard and strike often. At the oil refinery, the only way to slip away from enemy attack helicopters is to blitz 'em with cluster bombs.

Use your A-10A ground attack fighter's Mega Crush Weapon to dodge anti-aircraft missiles that appear from behind the trees.



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CAPCOM
USA

**ARCADE
SERIES**

HOT SHOTS!

NEWS • PREVIEWS • EVENTS • BESTSELLERS

HERE'S WHAT'S COMING FOR SUPER NES

THE CHESSMASTER... The Chessmaster has already been released for personal computers, Nintendo, and Game Boy. Now Mindscape is bringing the excellent chess simulation to 16-bit machines. Featuring 3-D graphics, 16 levels of play, and 150,000 opening moves, Chessmaster can teach beginners or test experts.

EARTH DEFENSE FORCE...

The members of the United Federated Planets are about to face their worst threat in 2000 years — the organization known as AGYMA. Can you stop them? Climb aboard your XA-1 space fighter and plow through six stages of galactic horror. You have eight weapons from which to choose, so strategy is as important as reflexes. Jaleco expects this game to go on sale in January.

HUDSON HAWK... When Sony Imagesoft brings the movie *Hudson Hawk* to Super NES, it may be the first example of a game that sells more copies than the movie did tickets. The Bruce Willis movie sank without a trace last May, but this story of a not-quite-reformed cat

burglar is an original idea in the videogame market. You must steal through three levels of action, avoiding traps as you attempt to pilfer some valuable artifacts. Explore tunnels, crawl through air shafts, and crack open safes in this dead-of-night adventure.

THE JETSONS... That famous futuristic family is headed for Super NES from Taito. Join George, his boy Elroy, and the rest of the clan — not forgetting Astro! — as they enter a space-age, gadget-filled adventure.

JOE AND MAC CAVEMAN NINJA... Joe and Mack aren't your ordinary cavemen, then Data East's

but *Caveman Ninja* isn't your ordinary prehistoric game. When the tribe's beautiful "cave-babe" is kidnapped, the two heroes battle through jungles and fight prehistoric beasts to save her. Solo gamers choose one of the two cavemen, but two players can use them both for a simultaneous rescue mission.



LAGOON

LAGOON... The forces of Good and Evil battle it out in Kemco-Selka's role-playing game, *Lagoon*. You play Nasir, the child of light, who must overcome mazes filled with demons and other evil creatures. If you can't clear the labyrinths with your weapons and magic, the world of Lakeland is doomed.

LAKERS VS. CELTICS: THE NBA PLAYOFFS... Los Angeles and Boston are two of the most intense rivals in NBA history. Now Electronic Arts is bringing the competition to the Super NES using the full roster of players from the 1990-91 season. You choose any two teams for a



scrimmage game or pick one team to make it into and through the playoffs.

LEGEND OF THE MYSTICAL NINJA... In this game, you must rescue a princess — but this Konami title isn't just any rescue-the-princess adventure. You and a friend can work together to win carnival games, ride tigers through a jungle, battle a Dragonbeast, and ultimately return a ghost princess to her throne. If you earn enough power in the ten-level game, you can even fly!

NOSFERATU...

Seta has based this vampire-hunt on the German version of the Dracula story. Expect dark castles, evil creatures, and sharp, sharp fangs as you search for the dangerous vampire.

PAPERBOY 2... Mindscape's *Paperboy 2*, the sequel to the popular arcade game, puts the same poor paper carrier on an even more difficult route. This time he must face obstacles such as adverse weather conditions as well as skateboarders, dogs, and reckless drivers. But *Paperboy 2* also has theme houses with special bonuses to hit, such as open windows and columns.

RAILROAD TYCOON... This was one of our favorite PC games of 1989, and MicroProse promises a faithful

Super NES translation. This simulation re-creates the rise of railroading from humble beginnings to world power. Expect an impressive level of reality without a sacrifice in playability. It's addictive and — don't tell anyone — educational, too.

SMARTBALL...

Axlom is the good brother, the one who's in line for the throne. Kraxis is his not-so-nice younger sibling, who seeks help from a witch to grab the throne. But unfortunately for everyone, the witch takes the throne herself and turns Axlom into a jelly bean. In Sony Imagesoft's family adventure *Smartball* (formerly called *Jelly Bean*), you must help Axlom survive an eight-world fairy kingdom and recover his crown.

SMASH TV... In this futuristic game from Acclaim, players armed with lasers, grenades, and smart bombs fight mutants and robots in front of a live audience. The winner doesn't earn prize money and gifts — he gets to live instead.

SUPER F-1 BUILT-TO-WIN... High-speed racing is the ticket in *Super F-1* from Seta. This translation of an NES game features scaled cornering, semi-automatic shift assistance, and a battery-backup memory, as seven rival teams compete in a racing season. Keep winning — you



customize your car with the prize money.

TEST DRIVE... Accolade's *Test Drive* games are the most popular driving simulations for PCs — and now the company is using its expertise to bring *Test Drive* to the Super NES. This is a driving simulation — don't expect sniper cars or landmines. Instead, you choose a car by studying its engine and options, then take to the open road. Watch out not only for potholes and road hogs, but also for cops. A speeding ticket won't help your chances of finishing the course. ...

TRUE GOLF CLASSICS... Walidae, home of the PGA Hawaiian Open Golf Tournament, has been painstakingly reproduced in 16-bit graphics in T&E Soft's *True Golf Classics: Walidae Country Club*. You can compete with a pro or with your own foursome in tournament, practice, match, or stroke play. A second game in the series, *Pebble Beach*, is also in the works.

WING COMMANDER... Mindcraft is translating Origin's hugely popular PC flight simulator to the Super NES. In *Wing Commander*, you're a futuristic space jockey whose mission is to help end the bloody 25-year war against the Kilrathi, an aggressive race of giant catlike warriors.

GR



RYNE SANDBERG CHALLENGES YOU TO PLAY THE PERFECT GAME!

This is it! The most realistic baseball you can play without putting on a uniform! New Super Bases Loaded for the Super Nintendo Entertainment System. 16-bit big! 16-bit exciting! With larger players. Dramatic new camera moves that stop just this side of 3-D! And the most exciting new element in NES game play—the game rates you in 13 skill categories.

Play your way up through five levels of difficulty. The better you get, the harder it gets—until you face the ultimate challenge—to play the “perfect game” against the toughest team ever to step across the chalk lines.

Ryne Sandberg calls Super Bases Loaded “The most exciting game on the NES field.” You will, too—as you pick your team, bring in relievers, lead-off and steal, and swing for the fences in nine innings of pure baseball excitement. Super Bases Loaded isn’t just a field of dreams. It’s a baseball dream come true!

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- 50 First Prizes! Bases Loaded 3 Jackets.
- 100 Second Prizes! 1 year subscription to TOPPS Magazine.

See Bases Loaded 3 game box for details.



Ryne Sandberg





RYNE SANDBERG CHALLENGES YOU TO PLAY

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- 80 First Prizes! Bases Loaded 3 Jackets.
- 100 Second Prizes! 1-year subscription to TOPPS Magazine.

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THE PERFECT GAME!

Ryne Sandberg



SUPER NES SUPER SECRETS



Actraiser

After you've finished playing Enix's *Actraiser* in its regular mode, you can select a special game mode. When the title screen appears, move the game icon below "New Game." The word "Special" appears. Now you can play through the game without going into the creation mode.



Gradius III

To get fully powered weapons in *Gradius III*, use the standard Konami code: Pause the game while you're playing and press Up, Up, Down,

Down, Left, Right, Left, Right, B, A, and Start.

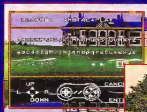
And to have your weapons randomly selected by the game system, go to the Weapons Edit screen and press: X,Y,X,Y,X,Y.



Hole in One

To get a special selection of clubs in HAL America's *Hole in One*, type "Metal Play" instead of your name (you get a second opportunity to give your name). Once you start playing, your special clubs give you an extra 20 or 30 yards on each drive.

For a sound test, type "BGM" at the memory/shot password screen. Now you can hear all the great music — including that true hit, "Baked Pie."





Pilotwings

Here are the certification codes for each level of Nintendo's *Pilotwings*. The codes add difficult weather conditions, plus the opportunity to pilot a helicopter.

Level 1: 000000
Level 2: 985206
Level 3: 394391
Level 4: 520771

Helicopter Mission 1 (Clear weather, daylight hours):

708048
Level 5: 400718
Level 6: 773218
Level 7: 165411
Level 8: 760357

Helicopter Mission 2 (Overcast weather, night mission):
882943



F-Zero

To get a super boost from the starting line in Nintendo's *F-Zero*, hold down the accelerator before the race begins to shoot off the starting line. Immediately pull out in front of your competitor—as he jumps off the starting line, he'll slam into the back of your vehicle and rocket you forward.



Darius Twin

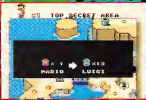
To get 50 men in Taito's *Darius Twin*: During the title screen, press and hold Left and Right on the top of the second controller. Then press Select and Start on the first controller. This works for both one- and two-player games.

(Editor's note: We found this code while playing the Japanese version of *Darius Twin*. However a Taito spokesperson said that little would change in the U.S. production copy.)



Super Mario World

In Nintendo's *Super Mario World*, it's possible to collect unlimited extra lives. Once you've uncovered the secret area in the Donut Plains, select a two-player game and station one of the Mario brothers there. Get the Yoshi from inside the stage and a one-up appears in its place from then on. Use the other brother to play through the game, and whenever he runs low on extra lives, have the brother stationed at the secret area send him more.



Super R-Type

For a level-select option in Irem's *Super R-Type*, wait for the title screen, then press Start. When the difficulty select appears, hold down the R button and press up nine times—a chime sounds if you've done this correctly. Now start the game normally, but once the action starts, pause, then hold down the R and A buttons while pressing Select. You can now select your level by changing the number in the lower left.



"WOW!"

...THE HOTTEST GRAPHICS WE'VE EVER SEEN!"

—GamePro TV

"...INTRODUCES A SENSE OF REALITY NEVER
BEFORE SEEN ON THE SUPER NES™!"

—VideoGames and Computer Entertainment Magazine

"SETS A NEW STANDARD IN VIDEO
GAME ANIMATION... SUPERB!
LIKE PLAYING THE MOVIE!!"

—Game Players Magazine

"AWESTRUCK!"

—Electronic Games Monthly

THE ROCKETEER



For the Super Nintendo Entertainment System.

Disney
SOFTWARE

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...THE HOTTEST GRAPHICS WE'VE EVER SEEN!"

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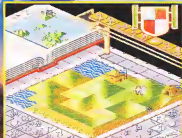
POPULOUS

To Be or Not to Be

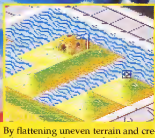
Tom R. Halfhill

Populous is one of the most unique and intriguing strategy games ever. You literally play a god, matching wits with an evil deity controlled by the game system. Each god oversees a small tribe of people who start life on a very primitive level. By working miracles and influencing the behavior of your people, you help them grow more advanced, more prosperous, and more numerous. Your eventual goal is to overcome the evil god's people so you can advance to the next world.

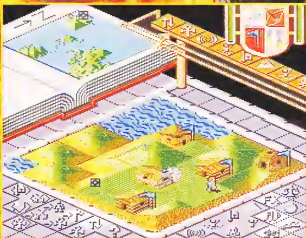
Although you play a god, your control in *Populous* is a lot less godlike than in most other videogames. In fact, you have no direct control at all over the little people on the screen. They behave as if they have free will and go about their lives without your intervention. They explore the land, decide where to settle down, build homes, plant crops, bear children, and defend themselves against attackers — all with little or no action on your part.



In the beginning, there was Genesis. The first world is typical — tiny settlements of primitive people on small islands separated by a large body of water.



By flattening uneven terrain and creating new land, you make it possible for your people to plant more crops. Over time, they gradually improve their living standards. Their first shelter is a simple mud hut.



Here are the details of the main game screen. The Book of Worlds (upper left) is a map of the entire world; the area indicated by the cursor is magnified in the center of the main screen. The Manna Bar (upper right) is a gauge which measures how much power you command as a god; as your people grow more prosperous, you become more powerful and can work more miracles. The first group of Command Icons (lower left) allows you to influence the behavior of your people; you can tell them to settle, defend, invade, make a strong leader, and so on. The second group of Command Icons (lower right) lets you devastate the evil tribe with knights or natural events such as swamps, volcanoes, and floods. It also gives you control over various other game functions.



Log cabin



Stone hut with thatched roof



Stone cabin



Straw hut



Timber and stone house, plus new neighbors

You influence their behavior in less direct ways. For example, you have the power to flatten out the land by lowering hills and filling in valleys. You can even create new land where nothing but water existed before. The more flat land you create, the more crops your people can grow. And the more crops they grow, the better their lives become. Your people learn to make more advanced tools; they build bigger houses, eventually progressing to castles and walled towns; and they bear more children, who grow up to leave home and build new settlements of their own.

Meanwhile, however, the evil god is doing the same thing with his tribe of people. Pretty soon the world gets crowded, and that's when the war starts. One tribe invades the other's



Stone fort



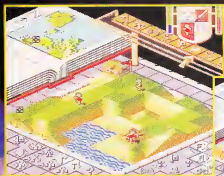
Small castle



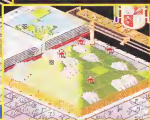
Fortified town



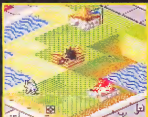
But the evil god isn't idle in the meantime. His tribe is also building farms, castles, and towns. If you have enough power (indicated by the Manna Bar), you can damage or wipe out some of their settlements.



Earthquake



Volcanoes



Knights are ruthless. Once appointed, they wander at will through enemy territory, destroying everything in sight. This knight has already burned one cabin, and another is in flames.



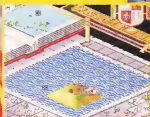
Swamps

The Great Flood: Before



By unleashing a flood, you can destroy all settlements on low-lying land. But watch out — don't drown your own people! For instance, this god has only one settlement on higher land...

The Great Flood: After



...and now all but one of his own people are gone, giving the evil tribe the upper hand. Notice how the map changed in the Book of Worlds (upper left).

territory, and the ensuing battles are fought hand to hand, farm by farm, town by town.

Again, you have no direct control over this combat, but you can use your powers to help your people. You can command them to build up a strong leader, and you can appoint knights who attack enemy farms and castles. You can wipe out evil settlements by striking them with earthquakes, swamps, volcanoes, and floods. You can even declare "Armageddon" — a cataclysmic event in which all the people of both tribes abandon their homes and join together for one final battle.

You can choose from nine other landscapes in addition to the basic Grassy Plains. This alters the appearance of the land, the people, and the structures. It also affects game play — some terrains make survival and advancement more difficult.

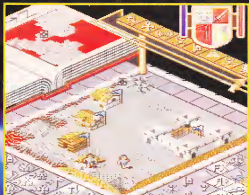
The Landscapes of Populous



Snow & Ice: another hostile climate. Survival without a settlement is almost impossible.



Desert: a harsh, dry environment. People can't walk very far without dropping.



Rock & Lava: It takes a lot of your power to flatten this rocky land.



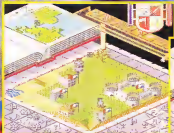
Cake Land: The landscape is a checkered tablecloth, and structures are cakes and candies. People are tiny mice.



Piglet World: The terrain resembles Grassy Plains, but the people are little pigs, and knights look like wolves.



Silly Land: People are alien creatures and their settlements resemble space stations.



Bit Plains: People are computer bugs, and buildings are videogame machines and computers! You see everything from Game Boys and 8-bit NES systems to Super Famicoms and Cray supercomputers.



Japanesque: the architecture of medieval Japan. Knights are samurai warriors.

Although *Populous* sometimes requires fast action to keep up with a quick-witted evil god, it's definitely a thinking person's strategy game. It first appeared on the Amiga computer in 1989, then moved to the PC and Sega Genesis. The Super NES version is an outstanding translation whose graphics and features closely match all previous versions. With 989 worlds to conquer — each one different and more challenging than the last — it's a game you can enjoy for a long, long time.



Francaise: a landscape dotted with European castles, towers, and arches. The good tribe's settlements fly the French flag.



**HELL DONE MORTAL
YOU CONQUERED GENESIS**

If you overcome the evil tribe, the evil god challenges you to another contest on a more advanced world. Different worlds call for different strategies, and the evil god's skill and speed improve each time. There are 989 worlds in all, each with a password so you can resume where you leave off.

Acclaim: 71 Audrey Avenue;
Oyster Bay, NY 11771



Fighting a virus usually means taking medicine and getting plenty of rest — but in *Ultraman* it means squaring off in a fight-to-the-death against big, ugly monsters who'll do a lot more than give you a runny nose.

Gudis, an evil virus that travels through space wiping out any competing life form it meets, has infected Earth. Of course, human beings present obvious competition for Gudis, so he's spawned a band of monsters whose only purpose in life is to wipe out the human race.

That's where Ultraman comes into the picture. Ultraman has been battling Gudis as the virus neared Earth, and now the superhero must go toe-to-toe against Gudis' mutant creations to save the world from destruction. Because Earth's polluted atmosphere is deadly to the superhero, Ultraman has entered the molecular structure of a human, Jack Shindo, in order to survive on our planet.

Fortunately, Jack can transform into the tall, mighty Ultraman whenever he faces off against a monster. But he can remain Ultraman for only three minutes before reverting back to the normal-sized Jack.

Ultraman may have a big job ahead of him, but he's been doing this sort of thing for years. Back in the '60s, Ultraman was the star of one of the strangest and campiest TV series ever. In each episode of the Japanese-made show, a group of young scientists — aptly called the Science Patrol — would discover a new monster that only Ultraman could defeat. Despite a dubbed English soundtrack and comical special effects, the show gained a cult following when it was syndicated in the U.S.

But now the oversized hero is the star of both a Super NES videogame from Bandai and a new syndicated



You get good results with an uppercut, but you must move in dangerously close to land a punch.



Ultraman uses Burning Plasma to finish off each mutant creation.



The jumpkick is effective against this first creature.



An ultra throw puts a damper on this double-headed monster's assault.



And as you can see, it works pretty well!



Ultraman readies himself for battle.



Jack Shindo shows that he's not afraid of a little action.

NOW ON TV!



The UMA team discusses Gudis' next move.



The monster in the seventh stage won't hesitate to jump you.



The Ultraman's spin-kick is lightning-fast.



Stephen Peelo

The Ultra Shield offers temporary protection against most types of attack.



What's this — a back flip? Ultraman proves he's as agile as he is big.

television show, "Ultraman: Towards the Future." What's more, the videogame is closely linked to the TV show, with many of the same monsters and with Ultraman performing the same sort of moves.

In the new half-hour show, Jack Shindo is a member of the UMA, a group of scientists who aren't afraid to get their hands dirty in combat. The UMA is hot on the trail of Gudis, so it's no surprise that they find themselves in scrapes with uppity mutant monsters on a regular basis. Despite their bravery, the young scientists of the UMA are no match for the monsters they encounter — it's up to Ultraman to save the day.

The new "Ultraman," developed by Tsuburaya productions and the South Australian Film Corporation, is a far cry from the earlier series. Much of the show is shot on location in Australia, and the beauty of the landscape really shines through. There's no need to dub the show into English, thanks to an Australian cast. And the special effects, though not as good as what you might see in a multimillion dollar Hollywood production, are just as good as those found on many action shows currently in syndication.

Although there's a lot of interaction between characters in the TV show, the videogame is pure action, with Ultraman duking it out against a hefty assortment of monsters. To get through the game's nine levels, you must master a wide variety of offensive

and defensive moves ranging from the ultra spin-kick to the ultra shield.

Even if you've conquered all the monsters in *Ultraman*, don't think that your work is over. You can never tell when a bevy of new monsters ready to smash our planet to smithereens will appear on the horizon....

GP



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ULTRAMAN

GP

INSIDE

CASTLEVANIA IV



Stephen Poole

Konami, 300 Deerpark Parkway, Buffalo Grove, IL 60089



You're on your own after this drawbridge closes.

Push up on the directional pad of your controller to open this gate—but first make sure no bats are headed your way from the other side.



Simon used to eat leg of werewolf, but now he prefers pork chops. Whip this wall for a rejuvenating snack.



In *Castlevania IV*, Simon's whip can be used as a means of transportation as well as a means of destroying evil.



There's a Transylvanian legend that says the forces of Good weaken every 100 years, giving Evil a new chance to spread havoc in our world. Of course, in Transylvania, Evil is just another term for that relentless bloodsucker, Dracula. And if you're like most gamers, it's almost impossible to mention

Dracula without thinking of those vampire-hunting Belmonts.

The *Castlevania* series has arrived for the Super NES in the form of *Castlevania IV*. Although fans of previous games will find that many of the essentials have remained the same, the improved graphics in this installment—along with several new tricks for Simon to perform—breathe new life into an old favorite.

The Mystical Whip hasn't failed Simon in the past, and that's what he uses against most of the ghouls and monsters he meets in *Castlevania IV*. You can also carry one other special weapon: either a dagger, axe, boomerang, fire bomb, or a watch that freezes all on-screen enemies. Power-ups and potions include hearts (how many hearts you've collected determines how many times you can use the spe-

cial weapon), crosses (which destroy every enemy in sight), and an invisibility potion that lets you scoot past the bad guys.

Besides the knockout graphics, the biggest change in *Castlevania IV* is the way Simon uses his whip. You can now aim in eight directions: horizontally, vertically, or diagonally. You can also swing the whip in a circle, or even wrap it around rings and swing

to hard-to-reach spots. The new ways to use weaponry give *Castlevania IV* a lot more variety than the earlier games in the series.

Game play slows down slightly when there's a lot of movement on the screen, but thanks to the way all the *Castlevania* games are structured—only a few enemies are on-screen at any time—it doesn't happen very often.

Here's a close-up look at the first four levels of *Castlevania IV*. We'll guide you through the last seven levels of the game in an upcoming issue and include the hints and tactics that make going whip-to-fang with the world's most famous vampire just a little bit easier.

INSIDE

CASTLEVANIA IV



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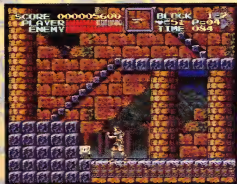


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You can usually throw special weapons only one at a time. Grab this icon to toss two at once — a real bonus when the action gets hot.



Spiked chandeliers fall on you as you walk through this area. Whip upward diagonally to smash them before they drop.



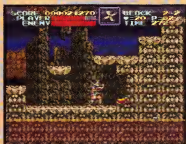
The boss of level 1 is a skeletal warrior. You should be able to take care of him with just your whip.



Don't bother trying to reach this candle near the start of level 2. Normally, you'd want the boomerang it hides, but you can find one just a little farther in your journey — and grabbing this one means going back over ground you've already covered.



As long as you keep jumping, this mud isn't deadly.



Pick up this hidden cache of food before facing the boss of level 2.



The boss is easy to defeat — as long as you didn't replace your boomerang with the dagger. Kneel to avoid her freeze spells.

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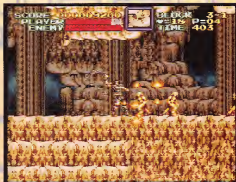
Don't let the current carry you into the spikes in the floor of this aqueduct. One touch means instant death.



Smash these blocks with your whip to find a bonus room.



If these floating hands grab you, they drain all your hearts in a matter of seconds.



These fire-creatures multiply when you whip them, but their sluggishness makes them easy prey — just be sure to keep a safe distance.



Mermen attacking from below and columns dropping from above seem to make this a really hairy spot. Stand here and wait for four columns to drop — none fall after that, and the mermen stop attacking, too.



Your best tactic here is to keep moving and attack only the creatures directly in your path.



Use your ability to whip upward to finish off this skeletal serpent from a safe spot.



This double-headed monster is the boss of level 3. Stand on the middle platform and toss boomerangs as you constantly whip, but be ready to retreat to the far right when attacked.



This huge skull with a long, snakelike tongue looks like a boss, but he's only the prelude of what's to come. Stay to the left and whip as fast as possible.

Watch out for these tiles — they flip over at the slightest touch. Jump to the next tile as soon as you land on one.

The room begins to rotate after you defeat the skull, threatening to send you into a bed of spikes. Grab the ring with your whip and hold on for dear life.



One of the most graphically impressive parts of the game, this room — which looks like the inside of a barrel or tube — begins to spins around you. Look out for skeletons that appear from the red holes.



Study the timing of these moving blocks to avoid being crushed. Search nooks and crannies for special weapons — the level 4 boss is just ahead.

This stone creature guards the entrance to level 5. Stay to the far left as you toss special weapons, preferably the axe or the boomerang.



THE ADVENTURE CONTINUES:

FINAL FANTASY II

Chris Slate

When Cecil was appointed captain of the renowned Red Wing fleet in the land of Baron, he couldn't foresee the trouble ahead. It seems that the formerly good king of Baron has recently used the Red Wings to plunder peaceful towns and injure defenseless people. Why has the king changed? And what is he after? When Cecil begins asking these questions, he's hurled into an adventure unlike any other.

Final Fantasy II follows the usual role-playing game (RPG) structure, but there's one enormous exception: It has a story. Other games in the RPG genre may *claim* to be role-players, but all you actually do is gain experience, find new weapons,

and fight monsters — there's no person-to-character interaction that defines *role-playing*.

Its huge plot makes *Final Fantasy II* loads of fun to play, and the colorful graphics and excellent soundtrack don't hurt, either. You meet countless people, and the roller-coaster storyline really keeps you guessing. All-in-all, *Final Fantasy II* is one of the best role-playing games we've ever seen. The only *bad* thing about it is that now its fans have to wait months for *Final Fantasy III*.

Here's an introduction to this immense game. You can check out the characters, the modes of transportation — and get enough strategy to send you deep into the world of *Final Fantasy II*.

CAST OF CHARACTERS



CECIL

Cecil is your main character. He begins as the captain of Baron's air force before undergoing drastic changes during the adventure. He's at his best with a sword in his hand, and he learns to use white magic later in the game.



RYDIA

When she's just a child, a great tragedy befalls Rydia, and Cecil and Kain take her in. What makes Rydia special is her ability to call upon other creatures to help her in time of need. At higher levels, she also learns deadly black magic.



EDGE

Edge is a powerful ninja that you meet once you're deep into the game. He can wield most of Cecil's swords, but he's best with throwing darts. He also has special ninja techniques that no one else can use. You can count on him in tough situations.



KAIN

Kain begins the adventure with you, but he occasionally disappears during the game. While he's well skilled with several weapons, his real combat strength lies in his jump-attack. It does more and more damage as he gains levels. Keep an eye on him though....



ROSA

When you first leave Baron, Rosa stays behind. But fate brings you back together during your quest. Rosa has the most powerful white magic in the game. You can count on her to heal the party's wounds and pull the wool over the enemy's eyes.

Airship 2

When your party gets barricaded underground, Cecil builds a new Airship equipped with a drill to burrow back to the surface.

The Big Whale

Your adventure ultimately leads to the moon, but an airship just can't fly that far. Where can you find the Big Whale? Just keep wishing for it....

Airship 1

This is your first airship. You should be happy to learn that nothing can attack you while you're flying in it. Later, it's fitted with a claw in order to carry the hovercraft.

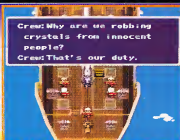


Hovercraft

You can find this, your first mode of transportation, near Damcyan. It can take you to new places by hovering over the stones that lie in the ocean.



Here's a closer look at the Big Whale. You can plot your course using the console in the front of the ship. The crystal behind the console activates interplanetary traveling. There's a rarest area where you can regain your strength in the middle of the ship, and the curious-looking baggage handler in the back keeps track of your items.



The story opens up just as Cecil and his Red Wings have accomplished their latest mission. They've taken a crystal from the people of Mysidia and returned with it to Boron. Cecil believes what they've done is wrong, but the king punishes him when he speaks up.



The king decides to have Cecil deliver a package of down to the town of Mist. Be sure to talk to everyone in the castle before retiring to your chambers — where Rosa is waiting for you.



When you awake the next day, your friend Kain joins you, and together you leave for the town of Mist. Be sure to visit the town of Boron just outside the castle to prepare for your journey.



This is the Training Hall. Talk to the many students that attend class here to gather information. A man called Namingway can also be found here — he can change your name if you wish.



If your party is hurt or low in magic points, stay overnight in an inn. There's one found in every town.



| Item | Which one? | |
|---------|------------|-----|
| Qty. | 1 10 | 06P |
| ⚡Cure1 | 306P | |
| ⚡Life | 1506P | |
| ⚡Tent | 2006P | |
| Carrot | 506P | |
| ⚡Heal | 1006P | |
| ⚡Ether1 | 100006P | |



The Items Shop offers a varied selection of goods, most of which help you stay in good health as you travel.



These imps attack you early in the game. They aren't difficult to destroy, so fighting them over and over is an easy way to build your treasury and gain experience.



This cave lies to the northwest of Baron, and you must pass through it to reach Mist. It's a good idea to save your game before entering — you can't once you're inside.



Be sure to search every nook and cranny of the cave. Out-of-the-way treasure chests hold cure potions, tents, and other useful items.



The dragon of Mist blocks the cave's exit. This is your toughest fight yet, so be sure to have some cure potions on hand. Use Kain's jump-attack and Cecil's sword-strikes. The dragon can't be hurt when it turns to mist, so parry until it reforms.



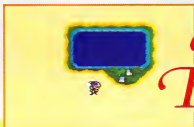
Cecil and Kain are horrified to discover the real reason they were sent to the town of Mist — to destroy it! The package Cecil carried sets the town on fire, leaving only one survivor.



The one survivor of Mist blames you for her mother's death. When you approach her, she summons Titan, a huge monster that cracks open the ground beneath your feet.



Titan's quake inadvertently knocks out your whole party—including the little girl. When you regain consciousness, you're lying in an open field. But Kain is missing.



Cecil takes the injured girl to a northern town that lies near a pond in the middle of a scorching desert.

FINAL FANTASY II

Officer: I finally found
you, Cecil!
Girl: !!
Cecil: Wait!



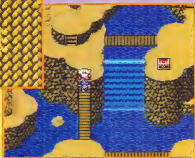
Officer Soldier Cecil 210/27 225

In an inn that night, Cecil is confronted by soldiers who have been sent for the girl. A fight follows, but you easily win. Now that you've

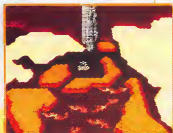
proved your good intentions, the girl joins you. You find out that her name is Rydia.



After exploring the town, continue northward to another cave. Inside, you find (among other things) this mysterious old man. He plays a vital role in your adventure.



A Look Into the Future



Beneath the earth's surface lies an entirely new land to explore — the Underworld. You can enter it through an island mountain. New adventures wait there, as well as new friends and new dangers.



FINAL FANTASY II

The climactic final battle takes place on, of all places, the moon. To get there, you must find the Big Whale. Be ready for some shocking revelations once you enter the final dungeon.



GP

SUPERMARIO WORLD

CHRIS SLATE

By now, most of you Super NES early birds have been playing *Super Mario World* and finding a healthy supply of tips and tricks — but we bet you haven't uncovered *everything* in this enormous game. With 96 stages to find and conquer, it's going to take most players quite a while.

If you haven't yet cracked *Super Mario World* — or if you've only found 95 stages — join us for a tour of Mario World, from Yoshi Island to the Valley of Bowser. We've combed through every level to find the hidden roads, secret castles, and hidden power-ups you might have missed.

So what are you waiting for? There are mysteries to solve, Koopas to stomp, and — most importantly — a princess to be rescued!



If you manage to complete the Special Zone, the world changes color — and some of the enemies change as well.



Mario has new moves in *Super Mario World*, such as the spin-jump. Use this technique to clear away unwanted blocks.



One of the best additions to *Super Mario World* is Yoshi, Mario's trusty dinosaur. Yoshi can gobble Koopa turtles — and almost anything else that gets in his way.



There are many "?" blocks that seem impossible to hit at first glance. But remember that Mario can take whatever he's holding and kick it upward.



When you throw a shell, try to hit as many enemies as possible. Once your shell has wiped out a few enemies, you're rewarded with one-ups instead of points.

When you hit the yellow switch, all the invisible blue blocks on Yoshi Island become yellow. Look for red, blue, and green switch palaces, too.

To defeat the first boss, wait until the platform is tilted close to the lava, then jump on his head until you knock him off.



Carry this shell to the left and kick it upward to knock down the switch block. Now throw the block to the right and turn the coins into a bridge over the water.



There are tons of coins to find inside the Yellow Switch Palace. Run around as fast as you can to grab them all before your time runs out.



If Mario gets past this bush at top speed, a mushroom appears.



Visiting Yoshi's house, you find that he still hasn't returned from his journey. Could something have happened to him?



Stay on this platform until it has swung completely around. When it swings low, you can see a yellow pipe that leads to a bonus area.

swung completely around. When it swings low, you can see a yellow pipe that leads to a bonus area.



You must kick this Koopa shell upward to strike the block overhead. A one-up mushroom is inside!



When you get to this spot, you must leave Yoshi behind and climb this vine—there are lots of coins waiting at the top.

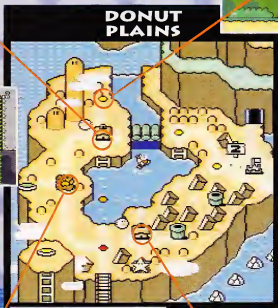




If you go up this pipe, you came to a room with a staircase of blocks. Grab a shell and kick it at the highest block on the stairs to make a vine appear. Climb the other blocks, then scoot up the vine — you'll discover a key and keyhole!



Fly up the left wall to reach the platform hanging in midair. Now run to the far right toward a secret exit and several one-ups.



If you use the secret exit to complete the ghost house, you discover a new road that leads to this secret power-up station. You can come here as often as you like!



Go to the far left to find this switch block, then carry it back to the right-hand door. Use the block to reveal a bridge under the door, then stand on the bridge and hit the middle block above you to make a vine appear — it leads to a secret exit guarded by a huge ghost.

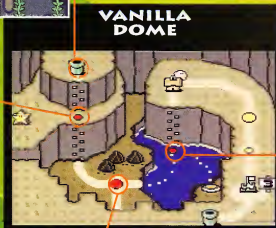




If you complete the secret castle, you can advance to the next castle without having to finish the Vanilla Dome.



Climb through this level until you see this long platform. Just beyond the vines. Fly left and up to find a green pipe which leads to a secret exit.



Carry the switch block to this wall before using it -- the wall becomes a sheer of coins you can pass through. When you run across two holes drop down the coin-filled hole on the left to reach a secret exit.



If you return here after visiting the Red Switch Palace, you find that the red blocks now form a staircase leading to a vine. Climb up to find a key and keyhole.





MOVE OVER CBS.



MOVE OVER NBC.



MOVE OVER ABC.

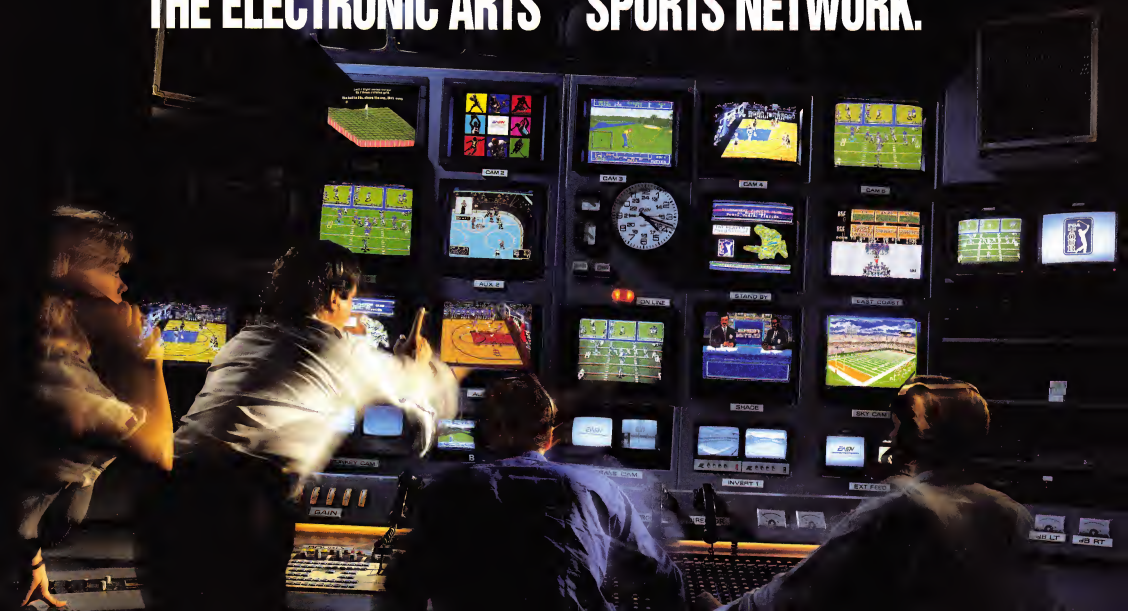


MOVE OVER ESPN.

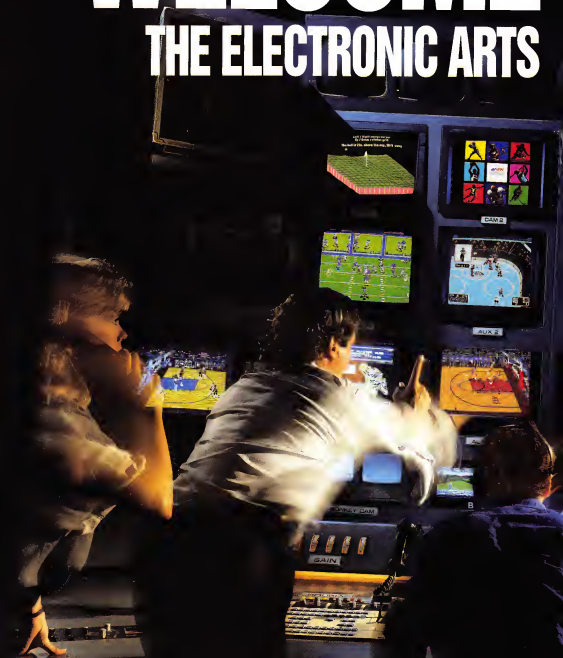


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THE ELECTRONIC ARTS SPORTS NETWORK.



WELCOME THE ELECTRONIC ARTS



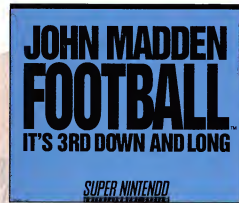
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SPORTS NETWORK.



NOW YOU'RE PART OF THE FIRST INTERACTIVE SPORTS NETWORK WITH REAL COMMENTATORS, REAL STATS AND, OF COURSE, THE REAL GAME.

Well, it's finally here. And it may be the biggest breakthrough in the history of the game. We're talking about EASN, the interactive video sports network that has them buzzing from the boards of Madison Square to the soggy turf at the 'Stick. Check out the scouting reports for yourself.



► He's been called Mr. Intensity. The biggest man in the league. Fact is, no one knows football like John Madden. And no video game for the Super NES™ has the bone-jarring impact of John Madden Football. This game is so true coaches have used it for training. Square off with 29 pro-caliber teams (including the

All-Madden All-Stars). Player skills (including quarterback's scrambling) are rated and ranked because they'll affect every play. Call more than 100 offensive

and defensive plays from Madden's actual playbook or use audibles at the line. Choose real weather like rain, ice, snow and mud (as John says, real football players are mud-ders). Play on surfaces from the turf in domed stadiums to real grass.

On passing plays check out all-new IsoVision™ with three isolation cameras covering your primary receivers. Watch them signal when they pass the first down marker or the end zone. And stand by for instant replays. You can watch in real time. View the action



frame by frame. Even scan the field to spot blown assignments. You'll also find Madden's one-on-one match-ups provide valuable insights for critical play-calling situations.

Choose any team to play in the Regular Season, or select one team and enter the play-offs. Then go for the championship gold. And what will big John have to say about your play? Stay tuned to EASN and find out. ●



► It's all here. The pressure, the excitement and the challenge of professional golf. Welcome to the only game to make the cut, PGA TOUR Golf.

Tee off against 60 top TOUR pros in real PGA TOUR

categories like driving accuracy, par breakers and putting average. Take on four of the TOUR's toughest courses (designed from actual PGA TOUR blueprints) and compete in three premier tournaments.

Play in THE PLAYERS CHAMPIONSHIP at TPC at Sawgrass, The Kemper Open at TPC at Avenel and The Honda Classic at TPC at Eagle Trace. Or take your best shot at the awesome PGA WEST Stadium Course. Ten PGA TOUR stars give you playing hints and comments. But, ultimately, it's up to you.

To succeed you'll need to nail golf's toughest shots like chips, punch shots and fringe putts (the 3-D putting grid lets you read all the breaks). True to life, totally authentic TV-style coverage gives you multiple camera views and spectacular aerial fly-bys (using the Super NES Mode 7 scaling and rotation). Plus, all new for the Super NES, it's the exclusive EASN Ball Cam™. Follow the flight of your shots from club face to ball mark.



COMING BEFORE THE SNOW MEETS



And if you think no one will see your heartbreaks, think again. Winning against this kind of competition will take all you've got. And the eagle eyes of the EASN sports teams stay on you all the way. ●



► In one heart-stopping moment, the player leaps. Seemingly suspended in air, he eyes the basket. Then, tongue out, he flips the ball from right hand to left. Blind Bank. Two points. Championship! It must be the 1991 NBA Playoffs. And



now you can face off against moves like these and the patented plays of legends like Bird, Barkley, Isaiah, KJ, Clyde and David. It's all part of Bulls Vs. Lakers And The NBA Playoffs for the Super NES.

Representing the best of the best, the game features 16 hot NBA teams plus the 1991 All Stars, each with a full player roster and a complete set of accurate stats. Choose any two teams for scrimmage or select one team to enter the playoffs. As a player/coach you'll have to expertly manage your bench, watching for foul trouble, and skillfully rotate in your second string to give your stars a rest.

And you'd better know the NBA rules. Refs call 10-second backcourt violations, traveling, offensive and defensive fouls. Of course, the 24-second shot clock is in effect—so speed and agility are critical.

It's all part of the hottest basketball game around this or any league. And what will the anchors at EASN be doing? You'll find out at halftime. ●



COMING FOR THE PLAYOFFS

THE EASN PLAYERS ASSOCIATION JOIN NOW

► To add to all the action, join the EASN Players Association. Members get advance notice on new EASN games (including all the details and release dates) along with strategy hints from our all-pro design team. You can also get special sports merchandise offers not available anywhere else.

That includes the entire EASN Players kit: EASN baseball cap, EASN Sunglasses and SnugZ™ EASN

Free with your EASN Membership kit: A15-card pack of the 1991/92 Edition of SkyBox™ NBA Trading Cards. High tech graphics with action shots on the front and personality shots on the back showcase both on-court stars and off-court celebs. There are 150 cards in total, so start your collection today!



SKYBOX

Players Association jumbo sticker; EASN Players Association stickers; EASN Players Association school folder and pencil; John Madden Football ruler; EASN embroi-

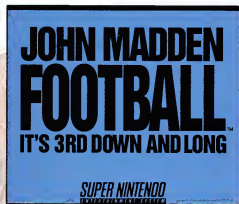
dered patch, plus a personalized membership card. And if that isn't enough, as a member of the Players Association you'll get SkyBox™ Series II NBA Trading Cards. ●

It's a huge value, so start working out by sending in your check, money order or VISA/MC/DISCOVER for \$10 plus \$4.50 shipping and handling to EASN Players Association, P.O. Box 7530, San Mateo, CA 94403-7530. Call 415-571-7171 ext. 555. Allow 4-6 weeks for delivery.



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BULLS VS. LAKERS

NBA PLAYOFFS

STOP, POP AND DROP

SUPER NINTENDO
THE PLAYERS ARE HERE

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COOKIE MOUNTAIN



Use the long platform as a runway, then take off and fly over the saws. Fly under the goal and you'll go to a secret goal leading to the Star Road. It's a difficult trip, but don't give up.



Hit this Sumo Koopa from underneath as soon as he appears. If you stand under him for too long, he drops fire on you—so keep moving.



Use the switch block at this dead end, and a door appears. Pass through, and you're near two exits on top of the Ghost House.



When you find this "1" block, continue to swim past it until you discover a fake wall. There's a secret exit on the other side.

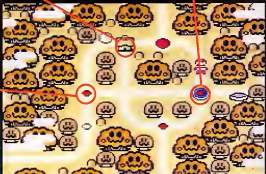


FOREST



At the very beginning of this level

is a koopa who's fishing for Mario using a one-up as bait. After you've completed this level once, you're able to exit again any time you return. Use this to your advantage and stock up on extra lives!





If you dash through this level as quickly as possible, a key and keyhole are waiting for you at the end!



Mario can find plenty of coins inside this pipe. Stay on the platform and swing around in circles to collect them all.



This vine leads to the goal, but if you run under it and fly to the right, you can find a secret goal and three one-ups!



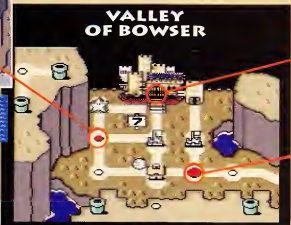
CHOCOLATE ISLAND



Bowser's back—and he's meaner than ever! Defeat him by turning the tables and using his own weapons against him.



The only way to get this key is to have Yoshi grab it for you.



VALLEY OF BOWSER



Jump here to find a feather hidden off-screen.

Jump to the left and run along the top of the screen to find the secret exit.



ACTRAISER

Jeff Lundrigan

A very well-made game, *Actraiser*, like *Populous*, puts you in the divine seat of power and gives you the chance to act as a god. Your land is filled with demons, making life very hard for the people who live there. It's up to you to destroy these infernal pests and make the land safe for the forces of good.

The game alternates between action and simulation. The action modes are side-scrolling arcade sequences, during which you actually fight the monsters hand to hand. The beauty of these sections is that, since you're immortal, the game doesn't end if you lose all your "lives." The only consequence is that you have to go back to the beginning of the stage.

While the action mode is extremely well done, it's the simulation

mode that really gives *Actraiser* its charm. Here, you can direct the people of the land, telling them where to build while protecting them from the minor demons that still lurk about.

The people pray to you during these sections, interrupting whatever is going on to get your attention and let you know what kinds of trouble

they're in. You must then use your godlike abilities and respond with timely miracles. Listening to the people is very important — your relative power during the action sections is closely tied to how well the people of your land are doing.

During the simulation mode, you must protect the people from a few different kinds of monsters, but only the people themselves can eliminate them once and for all. If you direct your people to the monster's lair, they



HINT

Earthquakes may seem harsh to a nice god like yourself, but they're useful nonetheless. First, quakes destroy all low-level houses, forcing the construction of new houses that can hold more people. Second, earthquakes can sometimes make strange things happen. For example, if you cause a quake in Kassandra after the pyramid has risen, the people find a yellow heart, increasing the number of lives you can have during the action scenes.



Meanwhile, protect the people from the monsters that still roam your land. Evil bats carry off your people, blue demons destroy their homes, and red devils burn their fields.



Direct the people to the monsters' lairs, and they seal off the critters for good. Now you're free to help your people — and remember the better off the people, the better off the god.



When people talk, gods should listen. Your people know best what their problems are and how to solve them, so be a benevolent deity and grant their requests.



In return for your help and guidance, the people give you offerings. Many of these, such as spells, can be used during the action scenes.



There's usually more than one path through the action scenes, but there is no wrong way. Some paths are easier and some contain more bonus items, but they all lead to the same place.



This bonus sphere in stage 1 of Bloodpool contains a one-up. Grab it before you face the boss, and you've guaranteed that you can try again if you fail this time. Most action scenes contain strategic extra lives.

form a sort of magic circle that destroys the creature. Concentrate on getting rid of the lairs as quickly as possible, not only because they pose a threat to the people's health and safety, but also because chasing

monsters is time consuming, and you have better things to do.

Once the monsters are gone, use lightning to destroy the remaining trees and rocks, sunshine to dry up all the remaining marshes, and so on.

Then make sure your people are using every possible square foot of land. Your power level during the action scenes largely depends on your land's total population, so it's best to wait for the population to



To defeat this fire-breathing griffin, stay on the lowest level, jump toward him over his fire, attack, then wait for him to get to the upper platform and leap back.



The Bloodpool wizard teleports in and out. Stay in the center and wait for him, then hop his fireballs and get beneath him to attack.



Let's have a war! Having defeated all the demons in Bloodpool, the people find something else to fight about. Since there's nothing you can do about it now, go on to Cassandra and come back later.

You can easily beat Cassandra's giant ant-lion with two yellow star spells. If you don't want to use magic, run uphill and stand between the rocks it spits out, the slide back down to attack.



increase before going on to the next land, or even taking on the second action scene for the land you currently rule.

In each of the game's six differ-

ent lands, the people also have some special problem with which you must deal: For instance, a war may break out, or a plague may strike. Taking care of these problems is simple,

though, because the people usually tell you exactly what needs to be done. If some horrible catastrophe strikes and there's no obvious solution, don't worry — especially if



Run under the boss of Cassandra to lure it down, then turn and attack. When it shoots fireballs, turn again and follow them — they become faces that *must* be destroyed.



You can give the people of Marahna room to spread out by causing an earthquake. Return to Marahna later — the people will need your help again.



The boss of Marahna is tough. Stay under her until she tries to drop on you, then move out of the way, turn, and attack. Run away after two or three hits, or she attacks you where you stand.

Aitos is plagued by these awful flying skulls. They are *incredibly* tough to kill, so don't hesitate to use your divine arrows and angel bombs.



you've already beaten the second action sequence in that land. Just move on to the next area, and sooner or later the citizens there give you the means to help the people who

are suffering next door.

Actraiser is easily one of best games available for the Super NES. Its soundtrack is great, and it nicely balances action, strategy, and role-play-

ing. In fact, the only real complaint you can have about *Actraiser* is that it doesn't last longer.



The boss of Aitos isn't difficult to defeat if you stand on this platform and don't move — just keep swinging and turn to face the boss as it rotates around you.



These ice blocks in Northwall's stage 1 crumble underneath you, so don't even try to kill the gargoyle. Jump over him — you'll be injured, but you won't land on the spikes.



The first boss of Northwall is easy to beat if you stand in this corner and keep swinging. The boss attacks as it rotates around, but you can inflict more punishment than you take.



HINT

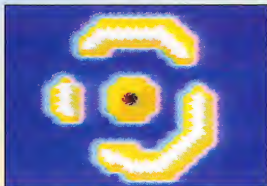
After you've beaten the game, there's a special mode available that allows you to play through the action sections again *without* having to play the simulation modes. On the title screen, push the directional pad of your controller down one space below "new game," and a previously invisible choice, called "special," appears.

But Northwall's *second* boss is a different story. The only good way to deal with this guy is to use blue ball spells. Wait until it swoops down and almost hits you, then zap it.

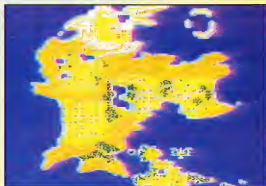


Enix

2679 151st Place, NE; Redmond, WA 98052



Once you've conquered Northwall, a mysterious volcano rises. The last battle is one of those "fight every boss again" affairs. If you can, save your magic for the final boss.



With the arch-demon defeated, the land is once again safe and happy. You're free to return to the heavens — at least until *Actraiser II*.



DARIUS TWIN

Tom R. Halfhill

What's the best shooter for the Super NES? In the first crop of games, the contenders include Konami's *Gradius III*, Irem's *Super R-Type*, Capcom's *U.N. Squadron*, and Taito's *Darius Twin*.

Known as *Sagaia* on the Sega Genesis, *Darius Twin* is a full-speed-

ahead, blast-anything-that-moves space shooter that keeps you on the edge of your seat. It offers everything you expect in a top-notch shooter: good graphics, fast action, scads of enemies, plenty of power-ups, and challenging bosses. The background music isn't bad, either.

As usual, your foes are evil space aliens on a rampage. This time they've taken over the planet Darius and are invading nearby worlds, including

Danto, Koloba, Lankus, Padi, Horolain, and more — a dozen planets in all.

To stop them, you must fight your way from planet to planet until you reach the aliens' main stronghold on Darius. However, that doesn't mean you have to fight on all 12 planets. If you use the round-select screen be-

tween stages, you can skip some worlds on your way to Darius.

The path you choose also determines which bosses you face. Each planet is guarded by a different boss, and some are tougher than others. If you can't get by a particular boss despite repeated attempts, you may be able to avoid him by taking a different route.

Your vessel for this dangerous mission is the *Silver Hawk*, a space fighter that's at home in the skies and

HINT

Super Tip! Here's how to start the game with 50 ships: First, plug in two controllers. On the player option screen, hold down the left and right buttons on controller 2, then press Start and Select at the same time on controller 1. You'll have all the ships you ever need!



By using the round-select screen, you can choose your path to the alien stronghold on the planet Darius. Sometimes you can avoid certain bosses that are giving you trouble.



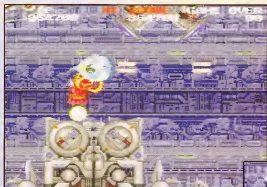
Two bosses guard planet Danto (round B)! But Emperor Fossil and Queen Fossil are easy to defeat if you're patient. Hide from them at the top of the screen and use diagonal shots.



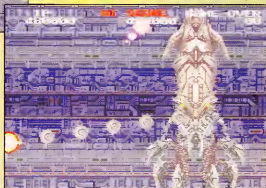
Killer Higia, the first-round boss, is easy to destroy. Stay at the extreme left and keep firing into his mouth. Dodge the brown missiles — they're indestructible.



Watch out for this shark on the planet Koloba (round C). It keeps hatching baby sharks until it's destroyed. The best approach is a close-range frontal attack.



While fighting your way through planet Lankus (round D), keep an eye on the bottom of the screen — large rockets try to catch you by surprise.



The boss of planet Lankus is Demon Sword, a giant squid. If you don't avoid his long-reaching tentacle, you're blown up, like this player. Move near the ceiling, then dive down and blast his lower body.

oceans of the embattled worlds. It starts out lightly armed with a simple forward-firing gun and a few bombs. But as you collect power-ups, the main gun packs

more punch — and you get four-way diagonal shots, too. If you survive long enough to reach the third or fourth round, the *Silver Hawk* becomes a flying arsenal.

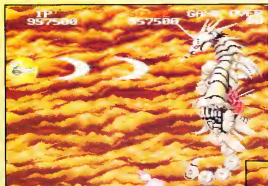
Some power-ups wrap your ship in protective shields. The more of these you collect, the more resistant you become to enemy fire. Gold shields are the best of all. Some



Dual Shears is the giant-lobster boss of planet Padi (round E). Shoot off his claws so they can't chase you, then stay at the top of the screen and use diagonal shots to finish the job.

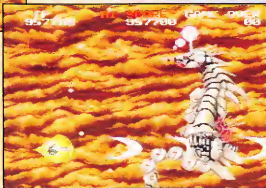


If you take the alternate route to planet Rear (round F), you face Dual Shears SP. This creature's the white version of the round E boss. Luckily, the same tactics work here.



Dark Coronatus, a huge seahorse, is the boss of planet Narukini (round G). Powered-up shields are a big help here.

Aim your shots at the seahorse's midsection, but avoid his tail!

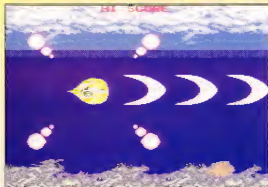


alien weapons, however, can penetrate even the strongest shields to destroy your ship.

Imaginative enemies are one of the best features of *Darius Twin*. The

alien fleet resembles a colorful zoo of mechanical sea creatures: sharks, angelfish, trout, squids, turtles, whales, lobsters, seahorses, jellyfish, hermit crabs, and even drifting seaweed.

The bosses are equally impressive. Some are as large as the entire screen! And most of them pack surprises — hidden tentacles that dart out to grab you, or detachable claws



By the time you reach round H on the planet Sabia — an underwater world — you should have powerful weapons and gold shields.



Red Mist is the boss of planet Sabia. He's one of the toughest bosses. Maybe you're better off taking the alternate route to Narukini so you can fight Dark Coronatus instead!



Planet Noemu (round J) is a fairly easy stage and a good place to collect power-ups for the battles ahead.



The only real danger on planet Noemu is the diagonal scrolling — if you don't pay attention, you may get trapped between a wall and the edges of the screen.

that chase you relentlessly. Even their names are impressive. Some of our favorites bosses are Dual Shears (a lobster), Full Metalshell (a turtle),

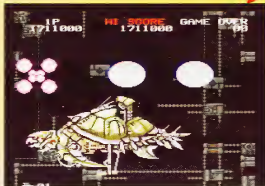
Hyper Greatthing (a whale), and Super Alloylantern (a huge lantern fish).

Although this strategy review is based on the Japanese version of *Darius*

Twin, we don't expect the American version to change much. That's good, because *Darius Twin* belongs in the top rank of Super NES shooters.



Full Metalshell is the boss of planet Noemu. Frontal attacks are dangerous — the turtle head suddenly shoots forward, then launches needles toward the floor and ceiling.



Watch out for these baby turtles! They emerge from hidden hatches on both sides of the turtle shell.



Planet Darius! If you make it this far, you must fight some of the worst enemies from earlier rounds. Remember these angelfish?

This hermit crab and lungfish are two more old enemies from past rounds.



HINT

Some bosses are vulnerable to diagonal shots fired from the top of the screen. If you're not having any luck with a frontal attack, try finding a safe spot behind the score display. This works best against Emperor Fossil and Queen Fossil, Dual Shears, Dual Shears SP, and Demon Sword.

Taito

390 Holbrook Drive, Wheeling,
IL 60090



Super Alloylantern, the Darius boss, fills the screen. You must circle around him to reach this position. When he spits blue fish at you, get in front and keep shooting.



The final boss! Great Tusk isn't as deadly as he looks. If you made it past Super Alloylantern, you shouldn't have too much trouble here.

DRAKKHEN

William R. Trotter

More computer games than ever are being converted to videogames, and the time between the initial computer version and the videogame grows ever shorter. *Drakkhen* appeared for PCs just over a year ago, and now it's available for the Super NES in Kemco-Seika's handsome translation.

Fans of fantasy role-playing games (RPGs) should be pleased at how quickly *Drakkhen* arrived for the Super NES because it's one of the best games in the genre — the computer version even won the coveted Beasie award from *Dragon*, a top RPG magazine. This 16-bit *Drakkhen* retains all the technical savvy, strong adventure elements, and outstanding graph-

ics that made the PC game such a standout. The Super NES version is, if anything, even smoother and easier to play than the original.

The storyline is typical of the RPG genre: Long ago, the world depended on the mystical power of dragons. But now the last dragon has been killed by careless humans.

The god of this world creates a new world that's part dragon and part human, and is divided into four regions that correspond to the four elements of earth, wind, fire, and water.

The *drakkhens* plan to destroy this new world unless the humans can pass one final test. Brave adventurers

must be sent on a quest to find the eight jewels known as the dragons' tears. Once the jewels have been found,

HINT

Even spell-casting priests and magicians can't wimp out when it comes to combat. The Shield, Strength, and Invisibility spells are particularly useful in a fight, and you may cast them either on yourself or on other party members. The more spells you cast in battle, the more your wizardry powers increase — and using magic on your foes is often a much more efficient means than simply hacking them to death or blasting them with bolts of lightning.



You can get basic on-screen instructions at any time. This feature is typical of the many thoughtful details incorporated into *Drakkhen*.



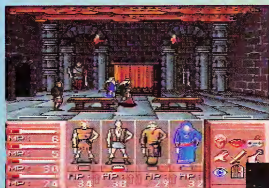
An elemental sign — earth, wind, fire, or water — controls access to each castle. Be sure to locate and touch the proper sign as soon as you can after going inside.



Throughout the game, a wise old man appears without warning. He dispenses hints, gives you news from other parts of the island, and tries to sell you items — some of which you should buy.



Character generation is elaborate, interesting, and easy to understand. Strive for a balanced party — and be sure to include at least one spellcaster.



You find weapons and shields hanging on the walls inside the castles. Even though these look like part of the background, it's possible for your characters to take them — the owners never seem to object. This is a great way to obtain better weapons and armor without having to buy them.

Seek out Prince Hordtkhen. Despite his fearsome appearance, he's not an enemy. He sends you on an errand to his sister's castle, and you — if you know what's good for you — eagerly accept.



the party of four must scour the island of Drakkhen to find the world's very first dragon and ask him to restore magic to the universe.

The fantastic world of *Drakkhen* and its inhabitants is internally consistent and believable. The characters move in real time across a rounded,

full-color, three-dimensional landscape. When their day ends, the sunset glows before twilight gradually envelops the land.



Wander over the 3-D landscape or view it from different angles. But be aware that the game progresses in real time. When day ends, the sun goes down and twilight descends.



Monsters appear with little or no warning. Combat is normally automatic, but you get the best results if you often intervene to take control of individual characters.



The stars aren't always friendly — sometimes, a constellation turns into one of these savage flying beasts. You're better off running from them until your party has considerable power and protection.

Free medical care — including resurrection of dead party members — is available at the ANAK temples.



There's a fairly elaborate musical score keyed to the various scenes in the game. The music occasionally even contains audio clues as to what's about to happen. And most

of the more than 150 monsters seem to make their own particular squawk or shriek.

Armchair warlocks can play around with 200 different spells, some

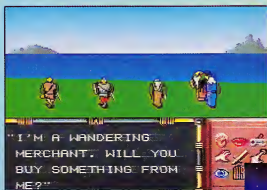
of them rather bizarre in their effects. A lot of thought, detail, and creativity has gone into the spellcasting aspects of the game. If fighting is more your game than



Check the map screen for an accurate idea of your party's compass bearing. Otherwise, you might get disoriented or be eaten by a monster you could have avoided.



When you search Princess Hordkhen's castle, you discover that she's been abducted. Three guesses as to your next mission....



You may encounter a wandering merchant not long after you leave the princess's castle. Buy a bow and arrow from him and give the weapon to your scout.

These illuminated arrowheads form a barrier that's impassable until your party reaches a certain level of power. But if you venture close to the arrowheads, dragons appear and offer valuable clues and suggestions.



magic, you'll find that the combat system is bloodthirsty enough to satisfy even the most aggressive monster-bashers. And if you like simple exploration, well, the game

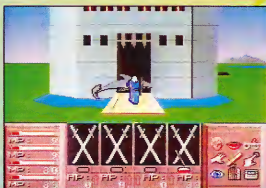
offers not only strange and wonderful landscapes, but almost 250 different rooms and areas to be combed.

Drakkhen offers many hours of adventure and is crammed full of fea-

tures designed to appeal to the widest possible segment of the fantasy role-playing market.



If you touch the tombstones, this dog starts barking at you. Don't stick around to pet him if you're in the early stages of the game — beat a hasty retreat instead.



Don't try to cross this drawbridge until the circling shark has passed to the right side of the moat. He jumps. Really high.



Return to Prince Hordtkhen's castle, and he equips you with new powers that help you rescue his sister. Walk past him into his private chambers to find strong armor. Don't forget to read the message on the table.



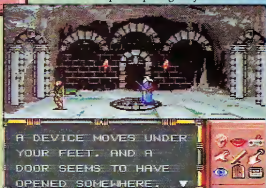
HINT

You must learn when to engage the enemy and when to retreat. You can't win if you try to fight everyone — some encounters are best resolved by conversation, others by flight. A balanced party is helpful — we used a warrior (or amazon), a priest, a mage, and a scout. You simply *can't* win without at least one magician. And if your warrior doesn't seem strong enough, go to the armory (northeast in the land of ice). You can upgrade your weaponry there, as well as buy better equipment.



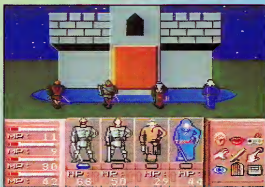
There's a crypt in each castle. Be sure to read the inscriptions on *all* the coffins, or you might miss some vital information.

Sometimes levers and floorplates activate hidden doorways if you step on them. However, when you step off or let go, those doorways close again. Split up your party and leave one character at the switch while the others go off exploring for the newly opened passageway.



Kemco-Seika

20,000 Mariner Avenue; Suite 100; Torrance, CA 90503



This castle drawbridge slams shut. To enter, you must have the experience to allow one member to use the Open spell. If you're low on experience points, go fight some monsters.

FINAL FIGHT

Richard Lashley

Some cities are known for their museums, parks, or landmarks. Metro City is known for its crime. For years, Belger and his gang, the Mad Gear, have ripped the city apart. Things have gotten so bad, in fact, that citizens have elected a former streetfighter as their mayor! Mike Haggar doesn't govern behind a big desk and closed doors—he rules with a lead pipe and a solid right hook.

With its hold on the city endangered, the Mad Gear gang kidnaps Jessica, Haggar's daughter. In Capcom's *Final Fight*, you must clean up Metro City's reputation in five stages and grab Jessica from Mad Gear. This *isn't* just another day in the office. It's time to hit the streets.

This is a one-man fight, so you must choose between Haggar and Jessica's boyfriend, karate-expert

Cody. He may weigh only 187 pounds, but Cody can rely on his quickness and knife-fighting skills to survive. Haggar, at a hulking 297 pounds, uses brute force and pile-driver wrestling moves to crush his opponents.

There's no real strategy in this game—it's a case of kill or be killed. However, depending on the character you're using, there are a few tricks which you can use to even the odds. Enemies, for example, break out of Haggar's holds or dodge his

punches if the same move is repeated three times consecutively. To keep opponents off balance, mix up your moves. An effective combination is a head-butt, followed by a back-drop, and ending with a pile driver. If you're surrounded, twirl into a super-spin to empty the room quickly. The well-designed button configuration between controller and maneuvers al-

HINT

Normally you begin *Final Fight* with only three lives. However, if you press Start and Select on your controller during the title screen, you move to an options screen. There, you can collect nine additional lives.



You begin in the slums of Metro City. Cody can shake thugs crowding around with a super-kick. Although it doesn't do a lot of damage, it gives you time to regroup after an attack.



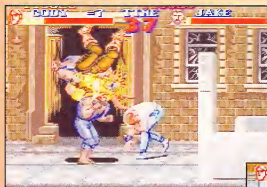
Any good streetfighter knows to keep all his enemies in view. A quick shoulder-throw tosses this Axl goon back over with the rest of his buddies.



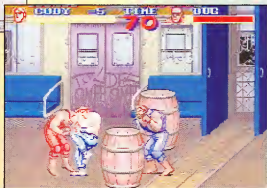
The jump-kick is difficult to do, but it packs a wallop. Jump-kicks are particularly effective in knocking back a group of Mad Gears — but only the best fighters can use it regularly.



Cody and Haggar each have an impressive arsenal of street-fighting moves. The two men are tough to choose between, but only one of them can face the Mad Gear gang.



Thrasher, the boss of Metro's slums, falls prey to your shoulder-throws. However, don't let the guys exiting from the open door blindsides you.



When you grab an opponent, he briefly becomes defenseless. Take advantage of that moment of weakness on the subway in stage 2 and hit this opponent with a few knee-bashes. Also, check the barrel on the floor for some extra energy.

allows you to accomplish a diverse range of moves in a fluid motion.

The smaller Cody must use a variety of moves to keep larger enemies like the Andores Brothers at a

safe distance. A couple of knee-drops and a flying-kick usually knock out the worst Mad Gear offers. Cody is also skilled with a blade. The knife-totin' opponents called "Hollywoods"

usually drop their weapons after a few hits, so pick up these knives and do some damage.

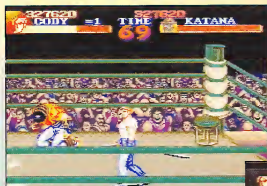
Crates and oil drums scattered throughout the ragged landscapes



At the end of this subway ride, Cody's swooping knee-drop enables him to attack two enemies simultaneously.

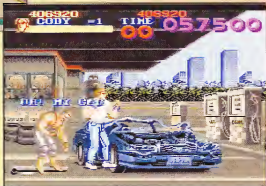


After two consecutive punches, Cody automatically delivers a strong right uppercut. It's an effective combination.



Katana, who slings twin samurai swords, is the last opponent you face before climbing out of the subway tunnels. Use shoulder-throws against him, but don't let him get up. If you don't rush to finish the attack, he charges at you, swords in hand, with incredible speed and power.

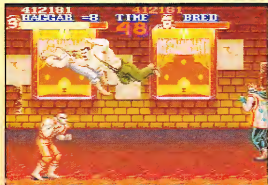
To earn points for an extra life, you must completely demolish this poor thug's car within the time limit. In Metro City, bashing is a citywide pastime — so have some fun.



of Metro City contain special items for points, power, and weapons. For Haggar, the best special weapon is the lead pipe. Whenever you find a pipe, use it quickly because it dis-

appears after a brief period of time. The katana sword is Cody's best weapon—it's even better than knives. But, like the lead pipes, it soon disappears.

Fighting tactics also include keeping all your opponents on one side of the screen. If you're skillful, you can knock the enemies off-screen to one side, too, and take them out



As you venture into Metro's Park in stage 3, you can kick enemies behind you and knock down enemies in front of you with your punishing lunge — but it takes practice.



You should beware of Wong Who and his pals. Once these large fellas get moving, they're difficult to stop. Usually, they try to blindside you as they charge onto the screen.



Edi-E, a security guard corrupted by Mad Gear, is good with his nightstick and six-shooter. However, Haggar's trademark pile driver can quickly end this public disturbance.

From the water lapping underfoot to the trash drifting into the pier, there's nothing like Metro's bay area. Use Haggar's back-drop on this enemy-infested dock to keep everyone on one side of the screen.



without suffering much damage. However, some opponents — such as the Billy Bullies — can ram through your wall of punches.

Final Fight isn't a typical punch-and-slash game. The graphics feature colorful landscapes of a city in the late stages of ruin, as well as some of the

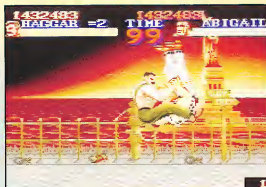
largest characters outside the arcade. Digitized voices add a humorous punch to smooth fight sequences.



With Haggar's energy slowly dwindling, using strong mixing in a variety of moves keeps the Mad Gears guessing what you'll do next.



While not as effective as some of Haggar's other moves, the jump-kick is nevertheless a good technique to stun an opponent for a few vital seconds.



If you miss, however, Abigail gets red-hot mad and tries to pound you into the pavement.

Abigail (and *don't* make fun of his name!) is very difficult to defeat. As Haggar, your best move is to get in close and grapple for a pile driver.



HINT

You occasionally find barbecue ribs or other special items inside the crates and oil drums that replenish your energy. Unless you're in immediate danger of dying, it's wise to wait until after you've cleared the screen of enemies to grab these items.

Capcom

33303 Scott Boulevard; Santa Clara, CA 95054



Located before the final stage, the second bonus round requires you to ransack a warehouse. You get extra points if you shatter every pane of glass within the time limit.



In uptown Metro City (level 5-2), be ready to twist into a super-spin to repel Wong Who and his cronies. You've got another level to complete before you meet Belger.



SUPER NES

STRATEGY

U.N. SQUADRON

In a market cluttered with slash-and-blast games, it's easy for a shooter to get lost in the crowd. After all, if you've shot and bombed one alien race into submission, haven't you done it and seen it all? Not necessarily.

Capcom's *U.N. Squadron* isn't your typical arcade-action game. Based on the popular Japanese comic book *Area 88*, *U.N. Squadron* juices up the shooter genre with great graphics, silky smooth controls, and an element of strategy.

A desert airstrip in the kingdom of Aslan is under attack. Just a scratch of asphalt in the sand dunes of Area 88, this base is home to the U.N. Squadron—and it's Aslan's last line of defense. For a year, the forces of Project 4 have chipped away pieces of

Aslan, slowly taking control of the entire country. But now the U.N. Squadron is on the job.

You begin *U.N. Squadron* with \$3,000 and a choice. There are three pilots from which to select, each with his own specialties: Shin Kazama becomes powerful in the shortest amount of time, Mickey Scymon is an expert

with special weapons, and Greg Gates quickly recovers from battle damage. Your playing style dictates the pilot that suits you best, but if you're in doubt, Shin's fast-rising firepower meter makes him a solid choice.

The real strategy is needed when you choose missions and buy planes. Your initial budget only allows for the basic F8E-Crusader, and, from the special weapons menu, some cluster bombs. You can step up to more advanced planes after a few successful missions. There are eight aircraft in all, ranging from



HINT

You need a lot of money to buy advanced fighters. Between missions, check the tactical map for truck convoys running through your mission area. These convoys offer little resistance, and—depending on how quickly you destroy them—you can earn up to \$20,000 of easy money.

Richard Lashley



To beat the missile-launching tank in Project 4, fly your F8E Crusader into the lower left, dodge the missile barages, and blast the treads with your Vulcan cannon.



When renegade fighters approach your base, it's time to go to work. As this B-1 bomber drops onto the screen, stay behind it and sink some Vulcan rounds into the bomber's thin armor.



Stay close behind the Stealth boss and blast it with your cannon and a few cluster bombs. After you knock out one of its engines, launch a Mega Crunch to finish off this boss.

PLEASE SELECT PLAYER



SHIN KAZAMA



MICKEY SCYMON



GREG GATES

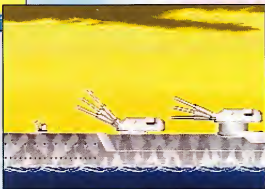
A specialist by nature, Shin quickly masters most normal weapons.

Your tactical decisions begin with choosing your pilot. Each one is gifted, but Shin Kazama has the capability to increase his Vulcan-cannon rating quickly.



The battleship *Minks* is protected by swarming planes and missile-launching patrol boats.

Wait until a boat launches a salvo, then drop behind the boat at wave-top level to attack.

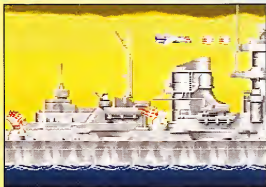


the rugged A-10A Thunderbolt to the Soviet-built F200 Efreet.

Your ultimate goal — besides survival — is to earn more than a \$1

million so you can afford the Efreet, the best plane. The Efreet carries all 11 special weapons, as long as you've got the cash to buy them. In earlier mis-

sions, you should save money by purchasing the bare essentials — only the plane and special weapons absolutely necessary for each task.



Run a few passes to knock out the armored gun turrets.



At the end of the ship, you find a floating weapon rack which partially refills your special weapons. Now you can concentrate your firepower on the bridge.



Choose an F-20 Tigershark plane to go after the Seavet attack sub. This plane carries not only bombs for the submarine, but also an impressive load of air-to-air Phoenix missiles to chase off the sub's fighter escort.

The Wolfpack Squadron, a mercenary force of stealth fighters, casually blips onto your base's radar screen. Arm your F-20 with Phoenix and Bullpup missiles, then hit the skies. These Stealth fighters release lethal countermeasures behind them, so keep your distance and attack with Bullpup missile barrages.



For example, when you fly against the Wolfpack Squadron, you need only the F-20 Tigershark, some Phoenix missiles, and a few Bullpup

rounds. You could also load up with conventional bombs and air-to-ground Falcons, but you don't need them for dogfighting.

The Forest Fortress is a specialty job as well. You fly at treetop level while enemies use the belly of your plane for target practice. The



Your next mission sends you to attack a desert-based land carrier. With an F-20, you can use Phoenix missiles to attack ground targets while dodging hostile planes.



The land carrier's only weak spot is this protruding missile launcher. Stay low on the far right and, as the launcher rises to fire, pound it with bombs.



Expect attacks from camouflaged positions on your approach to the Forest Fortress. Although the A-10 tankbuster is best in this stage, the F-14's agility enables you nimbly to evade the missiles that climb into the skies after you.

The Soviet F200 Efreight is the most expensive—and the most powerful—plane available.



clumsy, yet heavily armored A-10A Thunderbolt is ideal for this mission. However, you need more than \$300,000 to buy it, so plan ahead.

U.N. Squadron is a sharply packaged game with enough bang to compete with the best of videogame shooters. Exciting graphics and a solid

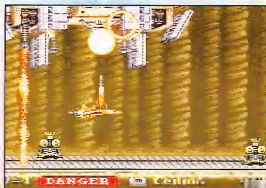
game design make this a nice addition for your hangar.



But if you saved your money during most of the missions, the Efreight can be yours.



The weapons systems of the Efreight comes in handy in Project 4's cave base. Stay in the middle so you won't get pinned to the floor or the ceiling by enemy fire.



To reach the cave boss's weak spot (a glowing dome), switch to your Efreets' sail missiles. They fire upward and can hit the dome while you deal with enemies on the cave floor.



HINT

To save money, take only the special weapons that you need for each mission. For example, when you attack the first wave of fighters heading for your base, you just need an F8E-Crusader carrying cluster bombs and a Mega-Crunch. Buying conventional bombs wastes thousands of dollars that should be saved for more treacherous missions.

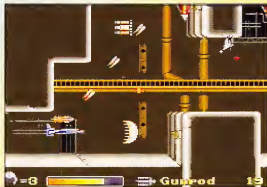


Capcom

3303 Scott Blvd., Santa Clara,
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The canyon boss, a sleek SR-71 Blackbird, is loaded with anti-aircraft weaponry. This battle requires a full load of special weapons and a fly-by-the-seat-of-your-pants attack.



The Efreets are the *only* choice for the last mission. To hit out-of-reach turrets, use the diagonal fire of the Gunpod. Occasionally, you also uncover hidden weapon racks.

REVIEW

SUPER NES

Vince Matthews

HyperZone

HyperZone sends you into the future, to the uncharted area between Jupiter and Mars. Your job is to clean up the dumping grounds of past wars by destroying chemical and nuclear mutants so that the areas are once again suitable for humans.

HyperZone is one of the new batch of Super NES games that takes advantage of the 16-bit machine's scaling chip to simulate moving landscapes. The result is unbelievable. When you're at the helm of spaceship going warp 9 through the galaxy, you get a powerful sense of moving at super speed. It's almost a 3-D effect — any second something may fly out of the TV screen and whack you on the head.

But once your awe has worn off, you've got an arcade shooter, plain and simple. The formula is standard stuff, but the execution is solid. HyperZone will certainly get action fans' thumbs moving.

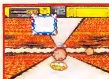
Area 1: The Material Factory and Boss



Your main objective here is to get through the level without destroying any of your ships. If you go slow and try to destroy every enemy, you should finish the level with 30,000 points

and earn an extra ship. The boss shouldn't give you any trouble — just dodge his blasts and aim for his middle.

Area 2: The Blast Furnace and Boss



Stay low on the track and avoid the fire columns. Keep firing, and slow down for any fueling stations.

Area 3: Old Capitol and Boss

Old Capitol is one of the toughest areas in the game. Midway through the track, enemies begin coming from behind you. Again, stay low to the track and hit those fueling stations. To defeat this boss, fully charge each blast before you release it to destroy the outer satellites, then finish him off with regular blast.



Area 4: Grass Land and Boss



This is one of the easiest areas, but watch out for dead ends. To destroy the final boss, use a regular blast for the leaves and a charged blast for the nucleus — just the opposite of your tactics for the Area 3 boss.

Area 5: Ripple Field and Boss



Throughout most of this area, take tracks on the right side. Make sure you slow down for every refueling station — you're going to need every ounce of energy.

Area 6: Neo Megalopolis and Boss



Your biggest enemy here isn't the boss — it's the deadly neon rays that crisscross the track. The best way to avoid the rays is to use your blast to determine exactly where a hole might be, then fly under or over the rays.

Area 7: The Bio Plant and Boss

This area is full of trouble. Use a charged blast to clear most of the way.



Area 8: HyperZone and Boss



In the final area, you confront every boss again — and one you might not have expected. If you don't have at least one ship stockpiled, you'll never make it home.



The refueling stations are vital to power your ship to its maximum.

As you progress through each area, you can upgrade your ship. Each upgrade is a little faster and a little more powerful than the one before.

GP



REVIEW

SUPER NES

Tom R. Halfhill



Lemmings

Here's a twist: a videogame in which you don't shoot creatures — you *save* them. In fact, when something dies, it's probably not because of anything you *did*, but something you *didn't* do!

In *Lemmings*, your goal is to save as many lemmings as possible. What are lemmings? Well, they're fairly stupid creatures who fall onto the screen through a trap door. As soon as they land, they begin blindly marching in whatever direction they happen to be facing. Without your intervention, they'd walk off cliffs, stumble into booby traps, get stuck in holes, or wade into pools of acid.

To save the lemmings, you must safely guide them past these hazards toward the exit. Each screen is different and calls for a different approach.

Fortunately, you can bestow special skills on individual lemmings. For example, you can turn a lemming into a builder, who constructs bridges; a climber, who scales walls and cliffs; a floater, who uses his umbrella like a parachute to break his fall; a blocker, who stops other lemmings from marching into danger; and various kinds of diggers, who tunnel in different directions.

Lemmings combines action and puzzle-solving in a way that's both unique and original. It's one of the most entertaining games we've seen in quite a while.



Lemmings begins easily enough. On this level, for instance, all you have to do is turn your lemmings into floaters so they can get from the entrance (the trap door at the upper left) to the exit (the doorway at the lower right).



Here, one lemming was turned into a miner to dig a diagonal tunnel through the floor, then all the lemmings were made into climbers so they could scale the wall and reach the exit.



You can turn some lemmings into blockers. In this case, blockers stop the lemmings from marching off the ends of the platforms.



When you turn a lemming into a builder, he constructs a ramp to span gaps and pits. Several lemmings fell into this pit before the ramp was finished, but those few can escape by building more ramps.



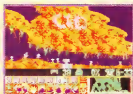
The arrows on the large structure indicate that you can tunnel in only one direction. To get around this problem, a lemming had to climb over the structure, float down the other side, and tunnel back toward the left.



Some levels have vicious booby traps. In this case, lemmings are tumbling through the gap in the stairway and falling victim to the gallows-like device near the center. Solution: Build a ramp.



This level has a pile-driver booby trap (lower left) that squashes any lemming who tries to walk through the tunnel down below. Maybe there's another route to the exit.



Booby traps can appear out of nowhere. As the hapless lemmings walk through this tunnel, they're snatched by a mechanical claw in the floor!



The trick on this level is to keep the crowded line of lemmings from marching into the pool of green acid below the platform. The exit is toward the lower right.



The giant spiderweb and latticework present an unusual problem — but one that can be solved with some creative digging.



This level doesn't seem *awfully* difficult — except that you start with only *two* lemmings, and you have to save *both* of them!



While a blocker kept the lemmings from marching into the bubbling acid on the lower right, a builder spanned the deadly gap separating the ledges from the exit (lower left).

GP

REVIEW

SUPER NES

Pilotwings

William R. Trotter

■■■■■■■■■■

Happily for game players who've longed to take to the skies, Nintendo has released *Pilotwings*, a Japanese bestseller that's also a hugely enjoyable simulation that truly conveys the excitement of flying.

Different thrills and challenges await you when you strap on the rocket-pack, buckle into a hang-glider, pull the cord on your parachute, or take the stick in a helicopter. Although the details of control vary from one scenario to the next, you navigate with the directional pad of your controller, use the A and B buttons as throttle controls, and use the Left and Right buttons either to change your view or, in the helicopter scenarios, to fire missiles.

The emphasis in *Pilotwings* is on the sport of flying, not the use of aircraft to blow things up (although there are some combat missions). Flights have been carefully programmed to simulate the dynamics and handling characteristics of the real aircrafts. And once you master the basic courses, you can try the clever and entertaining "bonus" rounds. Would you believe sky-diving penguins?

■■■■■■■■■■



The graphics in *Pilotwings* are outstanding. Note here, for example, the ominous storm clouds.



The hang-glider is very tricky to fly, but the view is often breathtaking.



"Aircraft" is a pretty broad term in *Pilotwings* — one of the trickiest things to fly successfully is the rocket belt.



If you earn your stripes as a pilot, you can access some terrific bonus screens, such as this "albatross man."



When you sky-dive, you must free-fall through ring targets before you open your parachute.



The only combat missions are flown with the helicopter. The main emphasis here is on challenge and sport, not destroying the enemy.

GP

Nintendo has done a bang-up job on both graphics and sound effects. *Pilotwings* offers a vivid demonstration of all the things a 16-bit game machine can do. There will be more flight simulators for the Super NES, of course, but they'll have a long way to go before they offer the same authenticity and enthusiasm as in *Pilotwings*. This one is highly recommended for game players of all ages.

REVIEW

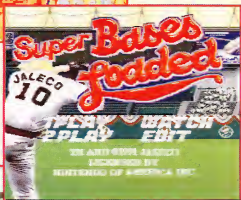
SUPER NES

Jeff Lundrigan

Just like clockwork, Jaleco has developed new-and-improved versions of *Bases Loaded* since the original came out in mid-1988. It's no surprise, then, that the excellent baseball simulation would make the 16-bit-leap to Super NES. *Super Bases Loaded* proves to be a fine addition to an excellent line of games.

The play control and layout in *Super Bases Loaded* are almost exactly the same as they are in *Ryne Sandberg Plays: Bases Loaded 3* for NES. In fact, besides the improved graphics (and some fancy scaling and rotation to show off what the Super NES can do), there's not really much that's new — but this isn't a problem. The revisions to the *Bases Loaded* games have resulted in a smooth system that covers nearly every aspect of baseball from team stats to home runs.

Super Bases Loaded



The teams may be fictional, but each has its own stats, strengths, and weaknesses.



The play at first.

Pitching is simple, whether it's a low inside fastball or a tricky curve.



Home runs are rewarded with animation sequences.



Don't let this happen to you — stay ahead in the ninth inning.

Fielding a speedy infield grounder is still something of a hassle. It would help if the player, not the computer, could somehow select which team member should go after the ball. As it stands, the team member who's closest to the ball isn't always the best choice for fielding. This is a minor quibble, however, because *Super Bases Loaded* is simply one of the best baseball videogames available.

GP

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The Addams Family

Morticia has been kidnapped!

Kidnappers have hidden Morticia somewhere in the scary Addams Mansion. You and Gomez have to escape hidden traps, and battle scary ghouls and goblins on your search to find her. Collect the million dollar ransom, find Wednesday, Pugsley and the rest of the family in your attempt to rescue the beloved Morticia.



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The name of the game

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